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This site is currently undergoing a massive backend rework. As such, many pages may become broken for brief periods of time.If you see any issues, please do make us aware via our Contact Form.Thank you for browsing FNaFLore.com, we hope you enjoy the improvements that are coming to the site! Hello? Hello hello? Uh, I wanted to record a message for you, to help you get settled in on your first night. Um, I actually worked in that office before you, I'm finishing up my last week now as a matter of fact. So, I know it can be a bit overwhelming, but I'm here to tell you there's nothing to worry about, Uh, you'll do fine. So, let's just focus on getting you through your first week, okay? Uh, let's see, first there's an introductory greeting from the company, that I'm supposed to read. Uh, it's kind of a legal thing, you know. Um, "Welcome to Freddy Fazbear's Pizza, a magical place for kids and grown-ups alike, where fantasy and fun come to life. Fazbear Entertainment is not responsible for damage to property or person. Upon discovering that damage or death has occurred, a missing person report will be filed within 90 days, or as soon property and premises have been thoroughly cleaned and bleached, and the carpets have been replaced." Blah blah blah. Now that might sound bad, I know. But, there's really nothing to worry about. Uh, the animatronic characters here, do get a bit quirky at night, but do I blame them? No. If I were forced to sing those same stupid songs for twenty years and I never got a bath? I'd probably be a bit irritable at night too. So, remember, these characters hold a special place in the hearts of children and we need to show them a little respect, right? Okay. So, just be aware, the characters do tend to wander a bit. Uh, they're left in some kind of free roaming mode at night, uh, something about their servos locking up if they get turned off for too long? Uh, they used to be allowed to walk around during the day too, but then there was The Bite of '87. Yeah. I-It's amazing that the human body can live without the frontal lobe, you know? Uh, now concerning your safety. The only real risk to you as a night watchman here, if any, is the fact that these characters, uh, if they happen to see you after hours probably won't recognize you as a person. They'll pr-They'll most likely see you as a metal endoskeleton without its costume on. Now, since that's against the rules here at Freddy Fazbear's Pizza, they'll probably try to...forcefully stuff you inside a Freddy Fazbear suit. Um, now, that wouldn't be so bad, if the suits themselves weren't filled with crossbeams, wires, and animatronic devices. Especially around the facial area. So you could imagine how having your head forcefully pressed inside one of those could cause a bit of discomfort, and death. Uh, the only parts of you that would likely see the light of day again would be your eyeballs and teeth when they pop out the front of the mask. Heh. Yeah, they don't tell you these things when you sign up. But hey, first day should be a breeze. I'll chat with you tomorrow. Uh, check those cameras, and remember to close the doors only if absolutely necessary. Gotta conserve power. Alright, good night. Night 2 Uh, Hello? Hello? Uh, well, if you're hearing this and you made it to day two, uh, congrats! I-I won't talk quite as long this time, since Freddy and his friends tend to become more active as the week progresses. Uh, it might be a good idea to peek at those cameras while I talk, just to make sure everyone's in their proper place. You know. Uh, interestingly enough, Freddy himself doesn't come off stage very often. I heard he becomes a lot more active in the dark though, so, hey, I guess that's one more reason not to run out of power, right? I-I also want to emphasize the importance of using your door lights. Uh, there are blind spots in your camera views, and those blind spots happen to be right outside your doors. So if you can't find something – or someone – on your cameras, be sure to check the door lights. Uh, you might only have a few seconds to react. Uh, not that you would be in any danger, of course. I'm not implying that. Also, check on the curtain in Pirate Cove from time to time. The character in there seems unique in that, he becomes more active if the cameras remain off for long periods of time. I guess he doesn't like being watched. I don't know. Uh, anyway, I'm sure you have everything under control! Uh, talk to you soon! Night 3 Hello, hello? Hey you're doing great! Most people don't last this long! I mean, you know, they usually move on to other things by now. I'm not implying that they died. Th-th-that's not what I meant. Uh, anyway, I better not take up too much of your time. Things start getting real tonight. Uh, Hey, listen. I had an idea. If you happen to get caught and want to avoid getting stuffed into a Freddy suit, uh, try playing dead! You know, go limp. Then there's a chance that, uh, maybe they'll think that you're an empty costume instead. Then again if they think you're an empty costume, they might try to, stuff a metal skeleton into you. I wonder how that would work. Y-Yeah, never mind, scratch that. I-It's best just, not to get caught. Uh, ok, I'll leave you to it. See you on the flip side! Night 4 Hello hello? Hey! Hey, wow, day four. I knew you could do it. Uh, hey, listen, I may not be around to send you a message tomorrow. *door bangs are heard here, and continue throughout the call* It's-It's been a bad night here for me. Um, I-I'm kinda glad that I recorded my messages for you *clears throat* uh, when I did. Uh, hey, do me a favour. Maybe sometime, uh, you could check inside those suits in the back room? I'm gonna try to hold out until someone checks. Maybe it won't be so bad. Uh, I-I-I-I always wondered what was in all those empty heads, back there. *Freddy's "Toreador March" music plays* You know...*animatronic moan is heard, the same as when you have your monitor up, and an animatronic has got into the room* Oh, no – *garbled scream that more closely resembles Golden Freddy's scream, followed by static* Night 5 With this phone call, it is important to note that Phone Guy does not actually speak. Instead, a garbled voice speaks that is assumed to be an animatronic. When the phone call is reversed and touched up, words can be heard against a backdrop of garbled interference. While it is nearly unrecognisable, the call is actually a reading of an excerpt of a book named "Autobiography of a Yogi" by a writer called "Paramhansa Yogananda". The excerpt in question is listed here, including parts that have been filled in where "voices" are either omitted or interrupted by screams. These parts are highlighted in red. The audio below has had the start and end trimmed, reversed and given a much higher pitch. There is also a 1 second silence between each sentence, to aid in understanding the lines given from the audio. Sir, it is lamentable that mass agricultural development is not speeded by fuller use of your marvellous mechanisms. Would it not be easily possible to employ some of them in quick laboratory experiments to indicate the influence of various types of fertilizers on plant growth? You are right. Countless uses of Bose instruments will be made by future generations. The scientist seldom knows contemporaneous reward; it is enough to possess the joy of creative service. -Autobiography of a Yogi by Paramhansa Yogananda -Chapter 8 -Paragraph 36 It is unknown why exactly this book would be used. However, the chapter noted is full of research depicting metal as a living organism through the method of experimentation with Chloroform. This "living metal" theme resonates strongly with the Freddy Fazbear universe. In addition, it has had some recommendation by many famous individuals, notably attracting the attention and praise of both Steve Jobs and Elvis Presley. It is reported by multiple CEO's that brown boxes handed to them at Steve Jobs' memorial service contained a copy of this book. It is also a highly spiritual book, and Scott's back catalogue has several games featuring very religious tones. Description and rules An original browser game 5 Nights at Freddy's 1 was specially created for fans of survival horror genre. Steady nerves, an ability to stay cool-headed in an emergency, speed of response and heightened alertness are the traits of character you will need while playing this game. According to the plot, the player starts a job as a night watch security guard at the dark restaurant known as Freddy Fazbear Pizzeria. He expects to spend 5 nights in calm and piece but it was not to be! A midnight call from the previous watch guard totally dashes his expectations. It turns out that the restaurant is full with dangerous animatronics - the toys which come to life at nights and hunt on people. Only closed doors can help you survive but not always. The main goal of a player is to live out for 5 nights which last too long. The options to survive in the first part: automatic closing doors, a network of security cameras throughout the facility, a tablet, lighting, the limited level of energy, own alertness and action speed. After the call of the previous security guard, animatronic robots come into motion and try to get to the room where the player is. The player tracks their motions trough surveillance cameras, in order to switch to cameras; one has to click the popping sidebar. When the monsters approach, the doors must be shut, but a player must not hold the doors for too long as the energy level exhausts quickly. Energy will incredibly run short (to the battery in the bottom of a screen will display this), if you do not save on it, and cameras, lightning and doors will stop working. Without energy a guard has no chances to survive and becomes an easy meat for bloodthirsty Bonnie, Chica and Foxy. Track the toys' movements via cameras, close the doors on time, save on energy, and you will have a chance to stay alive till the sixth morning. A game night lasts from 12-00 till 6-00, in the real time it is 7-9 minutes.

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